

Washington, D. C.

MAR 15 1924

Register of Copyrights
Washington, D. C.

Dear Sir:

I herewith respectfully request the return of the following
named motion picture films deposited by me for registration of
copyright in the name of Norman Jefferies of U.S.

Mysteries of Mah Jong, two reels

Respectfully,

FULTON BRYLAWSKI

The Norman Jefferies of U.S.
hereby acknowledges the receipt of two copies each of the
motion picture films deposited and registered in the Copyright
Office as follows:

<u>Title</u>	<u>Date of Deposit</u>	<u>Registration</u>
Mysteries of Mah Jong	3-15-24 ©CIM	2468

The return of the above copies was requested by the said
Company, by its agent and attorney on the 15th day of
March, 1924 and the said Fulton Brylawski for himself, and as
the duly authorized agent and attorney of the said Company,
hereby acknowledges the delivery to him of said copies, and
the receipt thereof.

Fulton Brylawski

MAR 15 1924 ✓

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~~F~~ MYSTERIES OF MAH JONG ✓

Motion Picture in two reels ✓

Author of the motion picture (under Section 62)

Norman Jefferies of U.S. ✓

MAR 15 1924

#1 Main Title. Mysteries of Mah-Jong.

#2 By Norman Jefferies-

Copyright by Norman Jefferies. MCMXXIV.

#3 The 3000 year old substitute for prize fights that is now raging in all parts of the world.

Everybody's doing it-- let's try to see what it is all about.

Dissolve to-

Mah-Jong is known as "the game of the thousand intelligences". Consequently it ought to be exceedingly simple to those here present....

You're quite welcome

Chinese experts begin their education early.

#4 C.U. Baby.

#5 L.S. Chinese babies.

#6 Since it has been taken up by our own society folks it is said that the game is becoming quite popular in China.

#7 Flash: Lai-Mon-Kim at table.

#8 Over here a telephone invitation always winds up with...

"And bring your Mah-Jong set over with you"

Same custom prevails in China.

#9

Flash- Prince and attendants.

Sheet #2.

- #10 While the guests Pung and Chow Chinese servants embrace the opportunity to indulge in an even older game.
- #11 Flash Joe and Rosie.
- #12 Ping.
- #13 Joe and Rosie.
- #14 Ladies of the upper class patronize the fast games of the coolie quarter.
- #15 L.S. Tsen-Mei entering street house.
- #16 C.U. " " " " "
- #17 Chinese experts play the four handed game only.
- 18 L.S. Interior tea house, four chinese girls.
- 19 Semi C. Chinese girls.
- 20 C.U. Oval.
- 21 Here, too, the ideal game is with four players.
- 22 Flash- American group
- 23 Many find the three handed game as interesting as the four.
- 24 (Down shot close up to show triangle arrangement of tiles)
- 25 Semi C. Arrangement of tiles.
- 26 Where you can find two souls with but a single thought the two handed game also offers attractive features.
- 27 Close up. Young couple. Hands in center holding discarded tile. Business with fingers.

Sheet #3.

- 28 Should you be fond of the two handed game take
no chances with a real Chinese Flapper.
- 29 C.U. Young man and Princess Nai Tai Tai is same
action as #14.
- 30 In the age old game of Goo-Goo Eyes the oriental
expert can give cards and spades and win.
- 31 Semi C.
- 32 C.U. Back to same scene with Nai using her eyes.
 Slow action.
- 33 Semi C.
- 34 Close up.
- 35 The game has been known here since the days of '61.
You will recall Gen. Stonewall Jackson's defense,
of Barbara Frietchie: Dissolve to-
 "Who touches one hair of yon grey head,
 Dies like a dog. "Mah-Jong" he said"
- 36 Mah-Jong is played with 'tiles' of which in a full
set there are 144.
The characters and suits are easily comprehended
 dissolve to-
There are three ordinary suits. Bamboo, Circles,
) Sometimes called Dots) and Characters.
- 37 For instance: A three Bamboo.
 (Show a 3 Bamboo)
 (A Three Circle)
 Show a 3 circle.

Sheet #4.

#37 Cont'd. A Three Character:

(Show a Three Character)

- 38 Each suit runs One to Nine: (Double expose in order "running" strips across the screen of Bamboo, Circle and Character one to nine)
- 39 Bear in mind that there are four of a kind of each tile: (Double expose 4 Three dots. 4 Five Bamboo)
- 40 There are two Honor suits: the Winds and the Dragons...The Winds are East, South, West and North. And, as in all suits, there are four each. (double expose in running strips, four sets of Winds)
- 41 The dragons are of three kinds...Red, Green and white. Aside from the color they all look alike, this is a Dragon, (Double expose Dragon)
- 42 This leaves to complete the full set of 144 tiles the Four flowers and the Four Seasons.
(Double Expose
The Four Flowers.
and then,
Four Seasons)
- 43 We would give you the Chinese names of these eight Flowers and Seasons, but we won't...The sound like swearing. In our up-to-date circles they are called- "Goofs"

Dissolve to.

Sheet #5.

43 Cont'd. At the start of the game the players
are assigned to their Wind Positions
at the table by throwing dice. The tiles
are shuffled face down.

44 Semi Close.

45 C.U. Four players shuffling and starting wall.

46 Each player takes 36 tiles and placing them in
a row, 18 long and two high, pushes the row to
the centre to form the sacred Chinese wall.

47 Flash: Players forming wall.

48 After the wall has been broken at the place decided
by throw of dice....

49 Flash: Player points to place.

50the players, beginning with East draws hands,
4 tiles at a time.

51 Flash: Drawing tiles.

52 Let us pause to remark that in Mah-Jong all play
proceeds to the right. Thus East is to the right
of North-

Dissolve to.

0

Our own compass pints in a Mah-Jong game would show
East on North's left..But China lies foot to foot with
us...So, if you will stand on your heads...not here
please...you will see the point.

Dissolve to

After the hands are drawn, East, who is the leader,
will have 14 tiles. The other players will have 13,
Play is started by East discarding a tile.

Sheet #6.

- 53 Flash. East discarding.
- 54 If the tile is not claimed by a Pung or a Chow by another player, South, who is next in turn to the right, draws a tile from the wall and discards...And so on, always to the right.
- 55 Flash- Game progressing.
- 56 The winner is the palyer who first assembles his hand into four sets of three (or four) of a kind and a pair of any two tiles of same suit and number.
- 57 Working with 13 tiles, and praying for the one that will fill the sole remaining place to win, your hand may develop into something like this.
(double expose 3-5- Dots: 3-7 Dots,
2-3-4 Bamboo, 3 West Winds; 1 South Wind.)
- 58 You need a South Wind to win. You may get it either in your own draw from the wall or as discarded by another player. Thus completing a winning hand, (On at the same time with this is hand shown in #40) Then double expose the South Wind tile in proper place to complete hand.
- 59 There are only two kinds of sets.
one composed of tiles of the same kind, as.,
(set of 3-5- Bamboos
set of 3 East Winds,
set of 3-Dragons)

#7 Sheet.

60- Or a set may be composed of a sequence of three of same suit.

(7-8-9- Character

6-7-8- Bamboos,

1-2-3- Dots)

Obviously, Winds and Dragons, cannot form sequence sets.

61 With the four sets there must always be in a winning hand a pair. This is called the Eyes and it may be made up from any suit.
(show differently arranged pairs)

62 Pung and Chow are the two legs which carry the entire structure of the game...The working principle is simple.. You can master it right here and now.

Dissolve to.

To clear the way let us remember that we get our tiles in three ways only:

1. In our original hand.
2. In our subsequent draws from the wall.
3. By Punging or Chowling a discard of another player.

Dissolve to.

You pung when, having in your hand two tiles of the same suit and number, a third tile of the same suit and number and number is discarded by another player.

63 End of Part One.

#8 Sheet.

- 64 Reel Two.
For Instance, you have: (2-2 Dots)
- 65 Another player discards.
(1-2 Dot. Have first two dots in upper right,
Third in center of bottom)
- 66 When this tile, of which you have in hand,
two other of same kind, is discarded, you murmur
 "Pung".
- 67 Game. Close up player punging 2 Dot.
- 68 After completing a set by a Pung you place
the three tiles face up on the table, there to
remain until end of game.
- 69 (Same as #54 with players placing set on table,
Close up)
- 70 A discard may be punged by ant player, in or out
of turn, who has in hand two of the same tile.
And now remember that for three of a kind you always
say 'Pung'.
- 71 Group of coblie players.
- 72 Semi C.
- 73 Close up.
- 74 L.S.
- 75 So, as far as we are concerned, let it be Chow.
You Pung for three of a kind..you Chow a discarded
tile that will complete a sequence of three, of which
you already have two in your hand.

#9 Sheet.

- 76 Simple? No? Well, see for yourself...In your hand you have: (4 and 5 Bamboos) There is discarded either a Three or a Six Bamboo...say a Three. (A Three Bamboo)
- 77 Flash.(~~Player~~ discards a Three Bamboo. Player to right picks it up)
- 78 As with a Pung, a Sequence set that has been completed by a Chow is exposed on the table..
- 79 Flash #65. Player exposing sequence. Close up.
- 80 You know you Pung for three of a kind...(Show two tiles on one side. Let third tile appear on the other side. then shoot it over to join the two)
- 81 That is the "how" This is the "When" You can Pung, in or out of turn, or, in other words, no matter by whom discarded. You can show only in turn, which would be a tile discarded only by the player to your left.
- Dissolve to-
This should be easy to remember. But as some beginners seem to find it confusing, we'll try to illustrate the point.
- 82 Four players. North discards tile. South reaches for it.
- 83 "Pung"
- 84 Back to group. South exposing set.
- 85 You Pung for three of a kind, and as you have just seen ^{can} you Pung in or out of turn..... Now for an unlawful attempt to Chow.
- 86 Same group. North discards tile. South reaches for it.
- 87 "Chow"
- 88 Back to group. East explaining to South that she can Chow Only from East.

Sheet #10.

89 You Chow to complete a sequence but you can Chow only from the discard of the player to your left.

89 cont'd. Among those who are in the primary stages of the Mah-Jong epidemic the question most frequently asked is: What is the highest possible score?

To comprehend the answer to this question you should have experience in computing exchange rates on German marks. Anyway, perhaps you would care to see what the highest possible hand in Mah*Jong looks like..

It must be held by an East Wind player, with the Dominating Wind in that direction, and it must be an original hand from the shuffled tiles..or, as in poker, a pat hand.

90 Show hand-

Which gives a score of.....

91	Bonus for winning.....	20
	No sequences.....	10
	Drawing winning tile.....	2
	Only place to win.....	2
	8 Goofs.....	32
	4 Red Dragons.....	32
	4 Green Dragons.....	32
	4 White Dragons.....	32
	4 East Winds.....	<u>32</u>

194

92 As East pays or collects double, East, at a cent a point, would collect for the "highest possible hand" 194 doubled once, or \$3.68 from each of the three other players.

But..and never forget this particular
But..in the hand just shown there are eighteen doubling Honors, and 194 doubled (not multiplied) 18 times is....

Sheet #11.

92 cont'd. 50,855,936

And so at a cent a point, each of the three players pay East \$508,559.36...making his total receipts for the one round \$1,525,678.08

After that you will understand why the game is popular with plumbers and plasterers and other idle rich.

We know a man who has played 6,224 games of Mah-Jong and lost every one...In his will he had made provisions that a beautiful set of solid ivory tiles be made out of his head and donated to the Smithsonian Institute.

Our fair leaders of the social set find in it delightful opportunity for oriental atmosphere Mandarin costumes, incense and everything.

93 L.S. Jiggs in.
94 C.U. Jiggs at door.
95 C.U. Buddha.
96 C.U. Jiggs.
97 L.S. "
98 Semi C. Jiggs.
99 L.S. to jar.
100 C.U. at Jar.
101 L.S. Willie enters.
102 C.U. Jiggs.
103 C.U. Butler enters.
104 L.S. Butler to table.
105 C.U. Butler.
106 C.U. Willie.
107 E.U. Jiggs.
108 Semi c. of Three.
109 C.U. Jiggs.

Sheet #12.

- 110 C.U. Willie.
- 111 Semi C. Butler and Jiggs.
- 112 C.U. Willie
- 113 Title What's the game?"
- 114 C.U. Jiggs.
- 115 Ti. More Junk.
- 116 Semi C.
- 117 Title "Can you play?"
- 118 C.U. Jiggs.
- 119 Semi C.
- 120 C.U. hand.
- 121 Semi C.
- 122 Semi C. with Mrs. Jiggs.
- 123 C.U. Mrs. Jiggs.
- 124 Title Jeremiah.
- 125 C.U. Jiggs.
- 126 Semi C.
- 127 C.U. Mrs. Jiggs.
- 128 Title Go to your room.
- 129 C.U. Jiggs.
- 130 Semi.
- 131 L.S.
- 132 C.U. At door.
- 133 S.S. Women in.
- 134 Ti. Don't you
- 135 S.S.
- 136 Title Mah-Jong
- 137 L.S.
- 138 Radio.

#13

139 L.S.
140 Title How stupid of.
141 L.S.
142 C.U.
143 Through door.
144 Semi.
145 C.U. Mrs. Jiggs.
146 Title. Isn't it lovely.
147 Semi.
148 Title. We forgot.
149 Willie.
150 Semi C.
151 Don't you just- Title.
152 L.S. Smoke.
153 L.S. Leap.
154 C.U. Window.
155 C.U. Cop.
156 C.U. window.
157 Cop runs.
158 L.S. smoke.
159 Ti. Pung.
160 L.S. Smoke.
161 L.S. Fire house.
162 C.U. Fire house.
163 L.S. Game.
164 C.U. Cop.
165 C.U. Game- looks.

#14

166 L.S. Game.

167 L.S. Smoke.

168 Ti. Chow.

169 L.S. Smoke.

170 Semi. Game.

171 Title Pung.

172 Semi C. Game.

173 We have- Title.

174 Title- The end.

175 We have tried to shed a little light on
how to play the latest popular game, and on
one way how not to play it.

We thank you for your patience.

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